The Five Year curriculum: Art & Design Record from all Develop a series of project resources with skill designs showing UP HOLLAND and confidence Annotate and document HIGH SCHOOL thoughts and feelings External Set Assignment about all produced Dedicated to Excellence 10 Hour Controlled Take risks exploring new ideas Explore the work Assessment & Personal and ways of working of a range of Response relevant Develop mood boards contextual Experiment with through appropriate \langle references materials effectively assessment progress against esearch of chosen topic showing variety of objectives assessment criteria evaluating strengths and Improve technical skills media weaknesses Portfolio Development Mock NEA Year large personal and make selection response/final piece 11 Evaluate process and outcome Create a series of visual Refine existing work against the iterative pattern for Develop independence observational drawings showing development design on work of own choice on topic of own choice Talk clearly about your design decisions Explore bending, Explore digital Model Making folding, stretching, Show visual or physical Show visual Use card. shaping transformations printing Explore personal or transformations foamboard, or processes with purpose. historical moments in with purpose. 3D tools Design Through Testing - Use mockups to improve your 3D Unit 1 Project 2 Moment in Time design how to create a successful large Explore the use of lavering materials for personal 2D to 3D Combine traditional Be able to apply response/final Research a specific time Use machines for backgrounds Turn flat CAD in making. piece period for inspiration. precise design cuts. and digital techniques. sketches into tangible Match form to function and context Analyse design work to a Develop 3D Develop high level Photograph from high level expressing thinking through Develop 3D designs Create quick opinion interpretations and Curate influences and first hand using drawing multiple prototypes to test original work inspirations visually viewpoints on resources techniques. ideas influenced by others understanding professiona computer methods 3D Unit 1 Project 1 Frame Design Extend skills in a range of materials and techniques Apply pattern, Master key making Design inspired by collage and pen engraving, or Use balance and Year methods (e.g. construction weight creatively Bauhaus, Memphis, embellishment. techniques sawing, gluing, Pop Art. Critique & Reflect - Present **10** սևևևև sanding). work and receive peer Explore the Retouch and adjust Analyse the difference use of collage Produce high Refine existing between mainstream exposure, color, and level drawings as an Art work showing Art and underground clarity of iconic people development rom the 90s Shoot with Purpose. Compose impactful, story-Develop skills in driven images layout

including pencil, paint,

Learn about 90s Britain and the

n society

existing

Explore Graphic Design layou

in the study of record sleeves

design to be

original

mpact all Arts ha

Photography

Combine images to

craft a cultural mash-

through portraiture and the use of the Union Jack flag



Plan and execute a thematic shoot



Understand how

others work and

create work inspired

by them

Create original

artwork inspired

by buildings of

students own

choice

Explore the use of

colour of the

Fauve's

Produce a logo for a restaurant

relevant

existing

contextual

work

Using relevant

terminology to evaluate

both own work & peers

Contemporary Art – 90s BritPop

Design a menu

considering

layout

Understand the

importance of

Typography

Learn how to

produce work

inspired by a

range of media

Landscapes

Evaluate both

Develop skills in using block paint and basic colour mixing

Learn about the life and work of Vincent Van Gogh

own work 8

peers

Learn about the life and

work of Pablo Picasso

range of designs and ideas for a final piece

Develop relevant

Digital Arts - Photography & Graphics

Understand

the term

Graphic

Design

Year

Shoot a range of foods creatively

Explore Camera Raw Filter

tool on Photoshop

Present a selection of

work through a verity of

mediums for assessment

Develop ability to use an SLR camera

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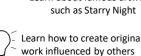
Create Mood boards and information pages

> Further develop work in the style of others



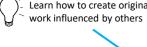


Learn about famous artworks



work influenced by others

Learn how to create original



Learn about various mark making techniques

Explore the fundamentals [of Cubism



Learn how Art has been used to reflect the horro



colour can be used to express feeling and motion

Learn to talk about the work of others

Picasso & Shape

Learn how to sequence a sketchbook

🕥 Analysis of Art 🌈 Explore the use of natural shapes in C Matisse's work



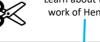
Study the wo. . Hundertwasser Study the work of

Learn to evaluate

the work of others

Explore the use of Scissors as a

drawing tool



complimentary



Explore the

style of Julian



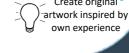


Explore the use of

Create original artwork inspired by Jasper Johns Develop ability to stencils create original Art

Learn about the life and work of

Roy Lichtenstein



Understand

commercial

photography

editorial and





Explore the iconic Coke Bottle in Art





